

# Web Design 2

## Course Syllabus

**Teacher:** Coach Webster

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**Work:** 863-499-2900 ext:2920

### **Course Description:**

This course provides advanced concepts for Internet, Intranet, and Web design. The content includes Internet/Intranet tools, Web site promotion, advanced HTML commands, advanced page design, and multimedia applications.

After completion of this class the student will be able to do the following:

- Know how to navigate in the World Wide Web
- Know the basics web site management.
- Become proficient in using:
  - Macromedia Dreamweaver
  - Macromedia Fireworks
  - Macromedia Flash
- Integrate Rich Multimedia into a website for the Intranet or Internet

### **Course Grading:**

- First Semester = 45%
- Second Semester = 45%
- Final Exam = 10%
  
- Semester Grades
  - Terms and Vocabulary = 20%
  - Lecture Participation = 20%
  - Small Projects = 10%
  - Large Projects = 50%
  
- Final
  - Large Project = 100%

**Florida Department of Education**  
**STUDENT PERFORMANCE STANDARDS**

**Secondary Course Number:** 8207120

**Course Title:** Web Design 2

**Course Credit:** 1

**COURSE DESCRIPTION:**

This course provides advanced concepts for Internet, Intranet, and Web design. The content includes Internet/Intranet tools, Web site promotion, advanced HTML commands, advanced page design, and multimedia applications. After successful completion of Web Design 1 and 2, students will have met Occupational Completion Point - Data Code B, Assistant Web Designer – SOC Code 15-1031.

**WORK-BASED LEARNING**

**20.0 PARTICIPATE IN WORK-BASED LEARNING EXPERIENCES**—The student will be able to:

- 20.41 Participate in work-based learning experiences in a Web Design Services (Web Design) environment.
- 20.42 Discuss the use of technology in a Web Design Services (Web Design) environment.
- 20.43 Compare and contrast the software applications used in a Web Design Services (Web Design) environment.

**WEB DESIGN**

**56.0 DEMONSTRATE PROFICIENCY USING HTML COMMANDS**—The student will be able to:

- 56.10 Use advanced storyboarding and organization for Web site design.
- 56.11 Develop, integrate, and apply the use of frames in Web site design (e.g., simple and complex framesets).
- 56.12 Develop, integrate, and apply the use of client-side imagemaps in Web site design.
- 56.13 Develop, integrate, and apply the use of forms in Web site design.
- 56.14 Develop, integrate, and apply HTML codes for search engines (e.g., META tags).
- 56.15 Use advanced functions of HTML editors and converters.
- 56.16 Explore and integrate new HTML tags as they are developed.
- 56.21 Compare and contrast WYSIWYG editors.
- 56.22 Compare and contrast HTML editors.

**57.0 DEMONSTRATE PROFICIENCY IN PAGE DESIGN APPLICABLE TO THE WWW—The student will be able to:**

57.06 Embed video files into Web page designs.

57.07 Embed audio files into Web page designs

57.08 Embed animation files into Web page designs.

**57.09 Use a team approach for Web project design.**

57.10 Identify design strategies to reach and keep your audience.

57.11 Determine the objectives and the audience of Web sites.

57.12 Create storyboards of Web sites.

57.13 Create maps of index pages.

57.14 Use style sheets for consistent Web site design.

57.15 Create images for Web sites using digital imaging software.

57.16 Edit images using appropriate software.

57.17 Identify and create low-bandwidth graphic file types (e.g., transparent images, filters).

57.18 Create buttons for Web sites.

57.19 Format text for Web sites (e.g., font families, sizes).

57.20 Format online images for Web sites.

57.21 Create links to external images.

57.22 Optimize page size for effective downloading to browsers.

57.23 Build Web sites for publication using conventional file name structures.

57.24 Edit and test Web sites for accuracy and validity.

57.28 Compare and contrast appropriate design elements of various industries.

**58.0 DEVELOP AN AWARENESS OF INTERNET/INTRANET TOOLS-The student will be able to:**

58.02 Demonstrate the use of various software components used on the Internet (e.g., browser software with plug-ins).

58.03 Configure a browser for use with a plug-in.

58.04 Summarize the features of various plug-ins.

